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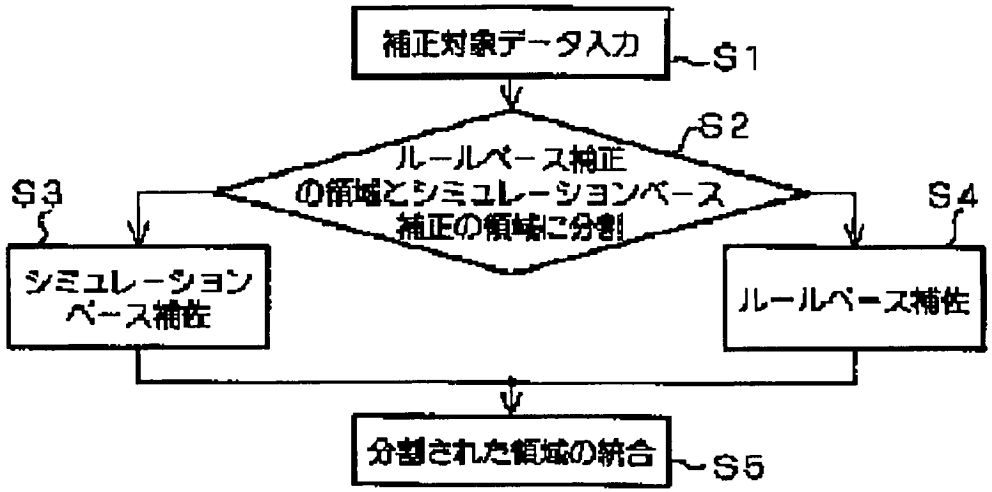
(54) METHOD FOR CORRECTING OPTICAL PROXIMITY EFFECT

(57) Abstract:

PROBLEM TO BE SOLVED: To well correct an optical proximity effect without generating errors as in a rule base method and without requiring the enormous time as in a simulation method.

SOLUTION: When the data to be corrected is inputted (S1), the data is

discriminated to the part where correction is executed by using the correction values previously determined in correspondence to respective patterns and the layout around the same in the data and the part where the correction is executed by calculating the correction rates in accordance with a simulator (S2). For example, the gate layers in the memory are subjected to the correction of the simulation base and the rule base correction using the rule noticing only the active gate width is applied to the other parts (S3, S4). The divided regions respectively subjected to the optical proximity effect correction are thereafter integrated (S5).


補正対象データ入力
S1
S2
ルールベース補正
の領域とシミュレーションベース
補正の領域に分割
S3
S4
シミュレーション
ベース補佐
ルールベース補佐
分割された領域の統合
S5